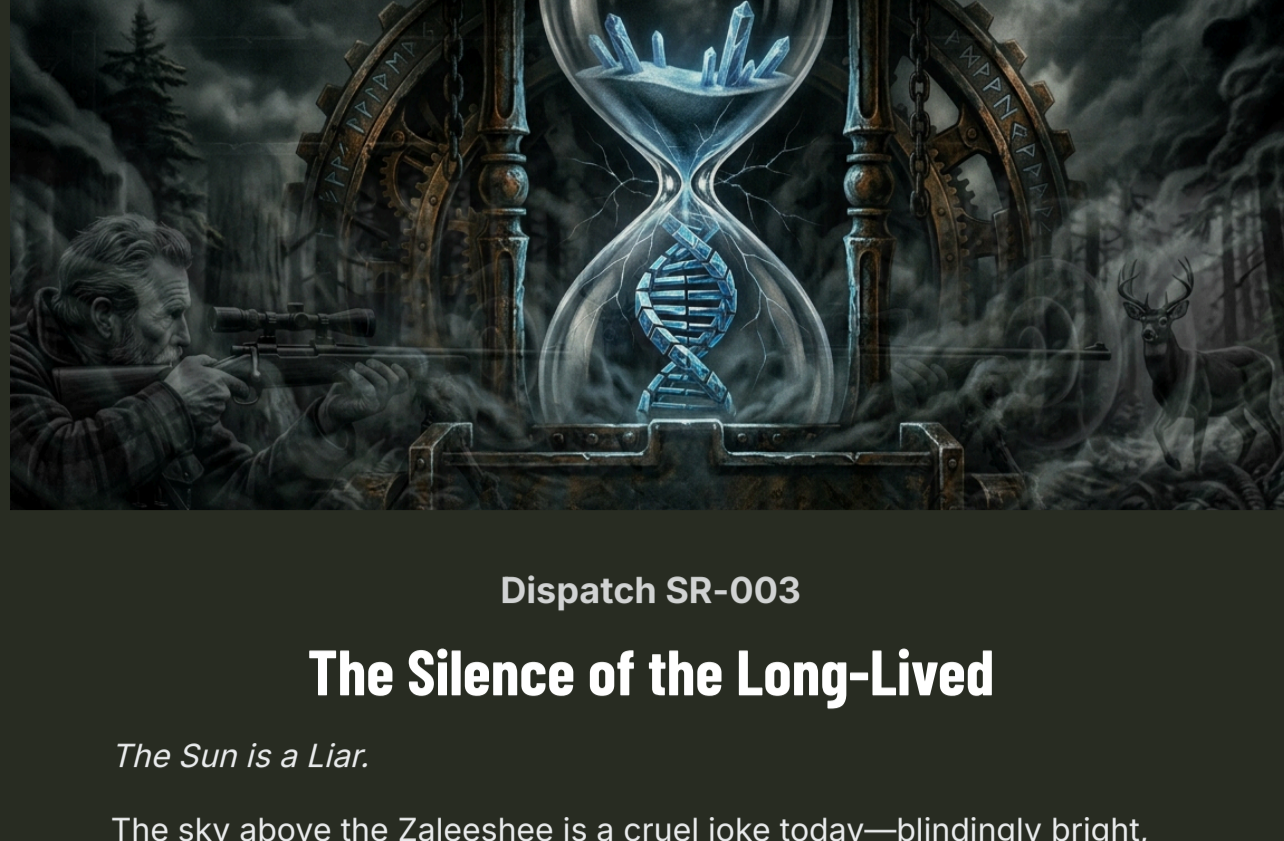


[The Library](#) [The Map](#) [YaraWhitlock.com](#) [The Archives](#)



Dispatch SR-003

## The Silence of the Long-Lived

*The Sun is a Liar.*

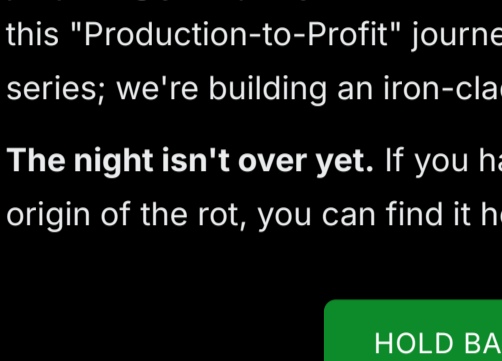
The sky above the Zaleshee is a cruel joke today—blindingly bright, yet the air carries a bite that settles deep in the bones. It's a deceptive brilliance. There is a specific kind of silence that accompanies the truly ancient—a stillness so profound it feels predatory. When you've lived for centuries, your heartbeat slows to a tectonic crawl. You don't breathe for necessity; you breathe for habit.

In the Scarred Realm, time isn't a healer. It is a whetstone. Today, the light is bright enough to blind you, but the cold is what will kill you.

**BREAKING DISPATCH: Tog Holds the Line**

### Rank #53!

**The fog just got a little thinner. Our 5E adventure, "The Longest Night in Tog," has officially pierced the darkness, hitting #53 in Fantasy Short Reads and breaking into the Top 100 for Dungeons & Dragons Gaming.**



**A single flame can ward off a thousand "Little Eyes," and your support has been that light. Seeing a gritty, 4th-level survival siege stand alongside the genre giants proves that there is a hunger for stories where the stakes are high and the air is cold.**

Whether you've already held the gate at Tog or you're just now preparing your party for the creeping cold, thank you for being part of this "Production-to-Profit" journey. We aren't just building a book series; we're building an iron-clad IP that bites back.

**The night isn't over yet.** If you haven't secured the module to see the origin of the rot, you can find it here:

[HOLD BACK THE NIGHT!](#)

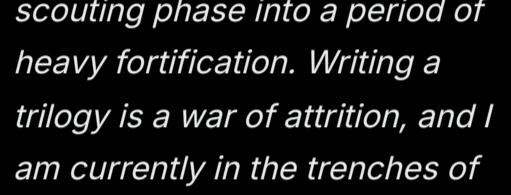
## Supplies for the Siege

*"A warrior without a library is just a corpse waiting for a grave."*

Before we dive into the archives, arm yourself with these essential coordinates from our allies in the grimdark trenches:



[THE GRIMDARK HOARD](#)



[EPIC QUESTS & DARK MAGIC](#)

## MISSION STATUS

*The drafting of **Book 3: Bad Moon** has moved from the scouting phase into a period of heavy fortification. Writing a trilogy is a war of attrition, and I am currently in the trenches of "Structural Finality."*



*When you build a world, you can't afford loose ends. I am currently auditing every narrative thread—every whispered prophecy, every blood-feud, and every mechanical spec—to ensure that they don't just "stop," but collide. I'm ensuring the stakes aren't just about who survives the coming storm, but what pieces of their soul they have to leave behind to pay for the privilege. In the Scarred Realm, every debt must be settled.*

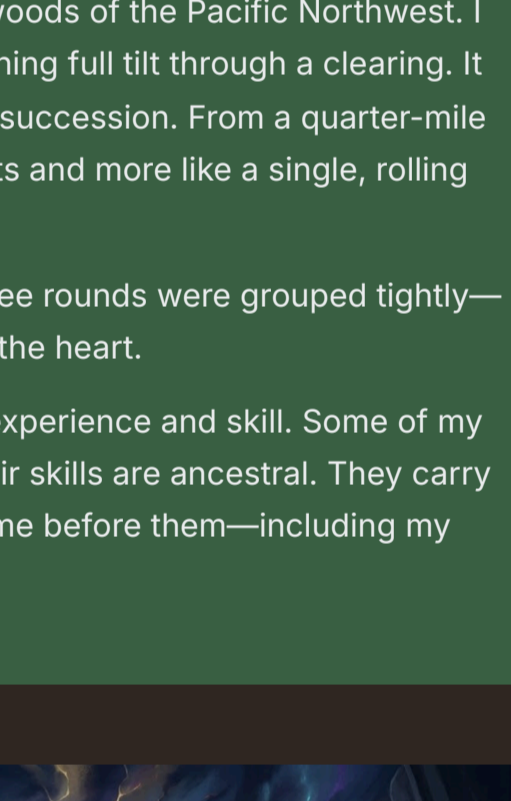
**The Garrison is growing, but we need more blades on the wall. To help us breach the next perimeter and find more readers who aren't afraid of the dark, I need a "Social Media Assist."**

**Share this dispatch with the brave.**

## THE ARCHIVE: A Personal Reflection

### The Architecture of the Shot

In *A Game of Gods*, there is a moment where a lone sniper lies prone on a frozen spire, 1,700 yards out. The calculations—wind, humidity, distance—aren't handled by a computer. They are lodged in muscle memory after centuries of precision.



I qualified as a Sharpshooter in the service, but that level of lethality isn't taught on a standardized firing range. It's an ancestral skill, passed down from my father, Frank.

I grew up watching him in the damp woods of the Pacific Northwest. I once watched him pick up a deer running full tilt through a clearing. It was a three-round sequence in rapid succession. From a quarter-mile out, it sounded less like separate shots and more like a single, rolling thunderclap.

When we reached the clearing, all three rounds were grouped tightly—not just on the deer, but directly over the heart.

That wasn't luck; it was a lifetime of experience and skill. Some of my characters might be immortal, but their skills are ancestral. They carry the precision of every hunter who came before them—including my dad.

**Curious about the origins of those who cannot die? Explore the encyclopedia at [YaraWhitlock.com](#).**

## What Would the Readers Like to See?

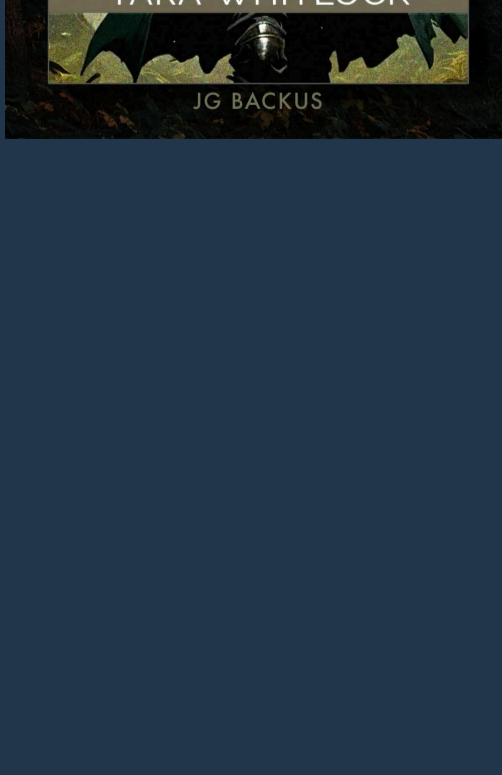


The survivors of this dispatch are my *inner circle*. As I shape the future of this Dispatch, I want to know where you want the light (or the dark) pointed next.

**Reply to this email with your choice:**

- **A)** More maps & monsters.
- **B)** Character Deep-Dives
- **C)** Lost Artifacts
- **D)** Games and Puzzles
- **E)** Something else

## THE GLASS FORGE



### The Artificer's Tools

Transparency is the marrow of my process. Here is the breakdown of the tools used to build the cover of *The Trials of Yara Whitlock*:

- **Initial Concepting:** Gemini & NanoBanana (Digital Scaffolding).
- **Composition & Detail:** Photoshop. Used for manual repainting and texture work—the "Hand-Trued" human touch.
- **Final Assembly:** Illustrator. Where the typography and structural layout are locked.

I don't just generate; I build.

## YOUR NEXT MISSION

If you have survived the path through *A Game of Gods*, your voice is a fortification. A brief review is not just a comment; it is **certified coordinates**. It is the only light we have against the gloom. **Forging your review on Amazon helps other travelers find the way.**

[STRENGTHEN THE REALM. LEAVE A REVIEW.](#)

**JG Backus**  
The Scarred Realm



You received this email because you signed up on our website or made a purchase from us.  
[Unsubscribe](#)

